NES–HY–USA

ICE HOCKEY

INSTRUCTION BOOKLET

SPORTS SERIES

Look for this seal on all software and accessories for your Nintendo Entertainment System. It represents Nintendo's commitment to bringing you only the highest quality products. Items not carrying this seal have not been approved by Nintendo, and are not guaranteed to meet our standards of excellence in workmanship, reliability and most of all, entertainment value.

Thank you for selecting the Nintendo Entertainment System® Ice Hockey Pak.

OBJECT OF THE GAME/GAME DESCRIPTION

Ice hockey is hard hitting, fast-action competition. Each team tries to put the puck into its opponent's goal. A game consists of three periods, and the team with the most points at the end of the game wins. When the score is tied at the end of the three periods, the game is decided with penalty shots. If the score is still tied following the penalty shots, the game goes into overtime without goalkeepers.

At the start of the game, and at the start of each period, one player from each team goes to the center of the rink for a "face-off." From there on out, it's non-stop mayhem on the ice, a battle to the end. Will you be the champion?

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

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1. PRECAUTIONS

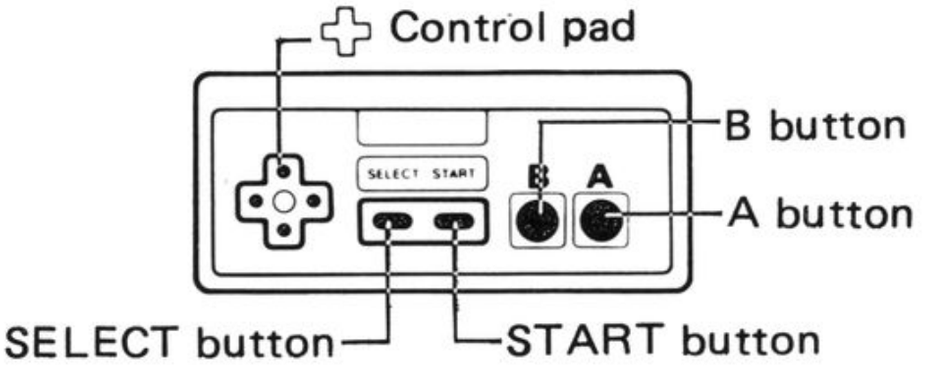
1) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart.
2) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.

Note: In the interest of product improvement, Nintendo Entertainment System specifications and design are subject to change without prior notice.

2. NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

Controller 1/Controller 2

Controller 1 – for 1 Player Game
Controller 2 – for second player in 2 Player Game

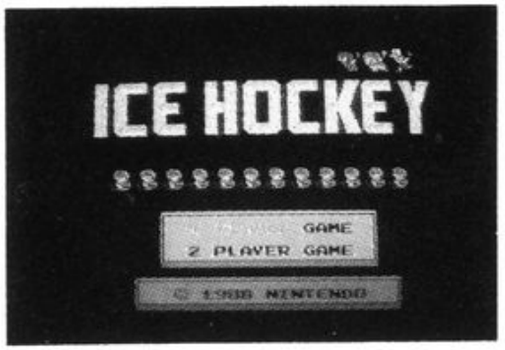


3. GAME SELECTION

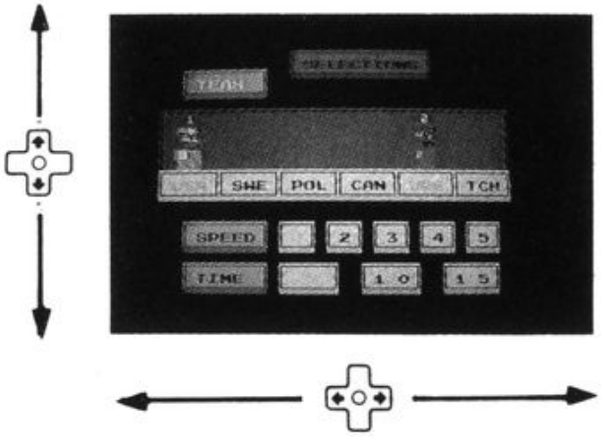
GAME MENU

Press the START button during the demonstration to display the game menu. Then use the ✣ control pad or the SELECT button to select a 1 player game (you against the computer) or a 2 player game, and press the START button to begin.

Game menu



SELECTIONS



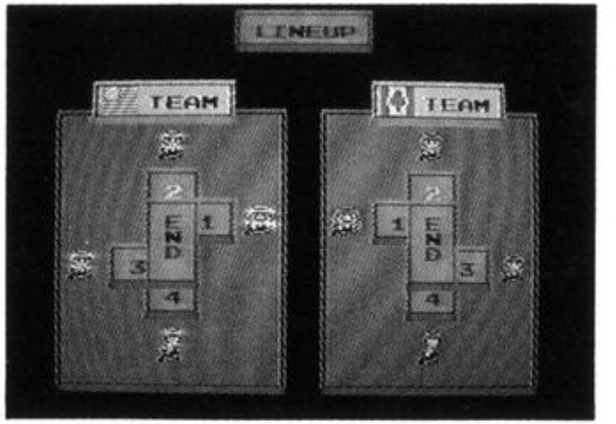
SELECTIONS

↕	TEAM	Use the control pad to choose from the following six countries for your team and your opponent's team: USA (United States), SWE (Sweden),POL (Poland), CAN (Canada), URS (Soviet Union), TSH (Czechoslovakia). ○ 1 Player Game (1): Your team (2): Opponent's team (computer's team) ○ 2 Player Game (1): 1st player (2): 2nd player
	SPEED	Use the control pad to select the game speed, from 1 to 5, with 1 being the slowest and 5 the fastest.
	TIME	Use the control pad to select the time for each period of play, from 7, 10, or 15 minutes.

After selecting the TEAM, SPEED, and TIME, press the START button.

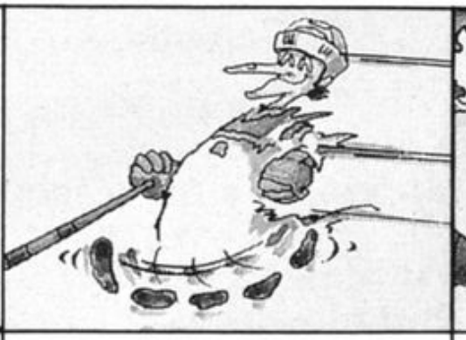
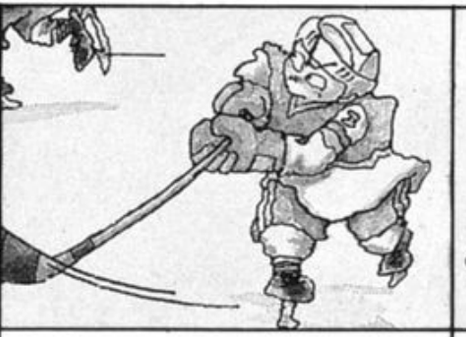
LINE UP

Here, you pick your team's formation by selecting the physical features of your four players. Each time you press the A button, the physical features change for the player with the flashing number. Use the control pad to move the cursor from player to player. Thin players, ordinary players, and stocky players each have their own playing traits. Think carefully about the team formation you want.



A button: Press to select physical features.

✣ Control pad: Press to shift flashing cursor position.

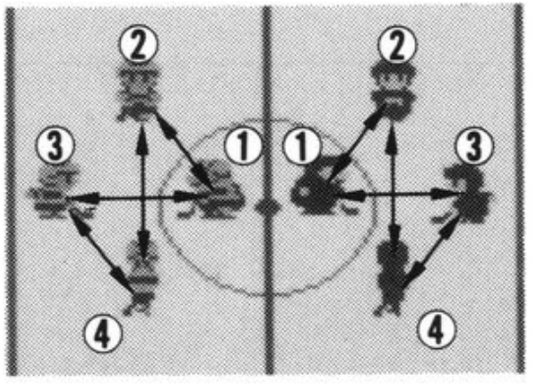
Physical Features / Playing Traits			
Sticking	Fast	Average ability	Slow
Shooting strength	Weak		Dynamite
Body check	Feeble		Strong
Face-off	Good		Poor

Once you've decided on your team's formation, move the cursor to the END mark and press the A button. After your opponent does the same and also presses the A button at the lighted END mark, play begins.

4. HOW TO PLAY

FACE-OFF

Select the formation you want for each face-off.
Players ① and ③ specialize mainly in defense, and players ② and ④ specialize in offense.
Player ① moves to the center spot to take the face-off.
You can exchange players ② and ④ by pressing the ✣ control pad up or down, and players ① and ③ by pressing the ✣ control pad left or right. When play begins, the players that are flashing can be controlled directly.

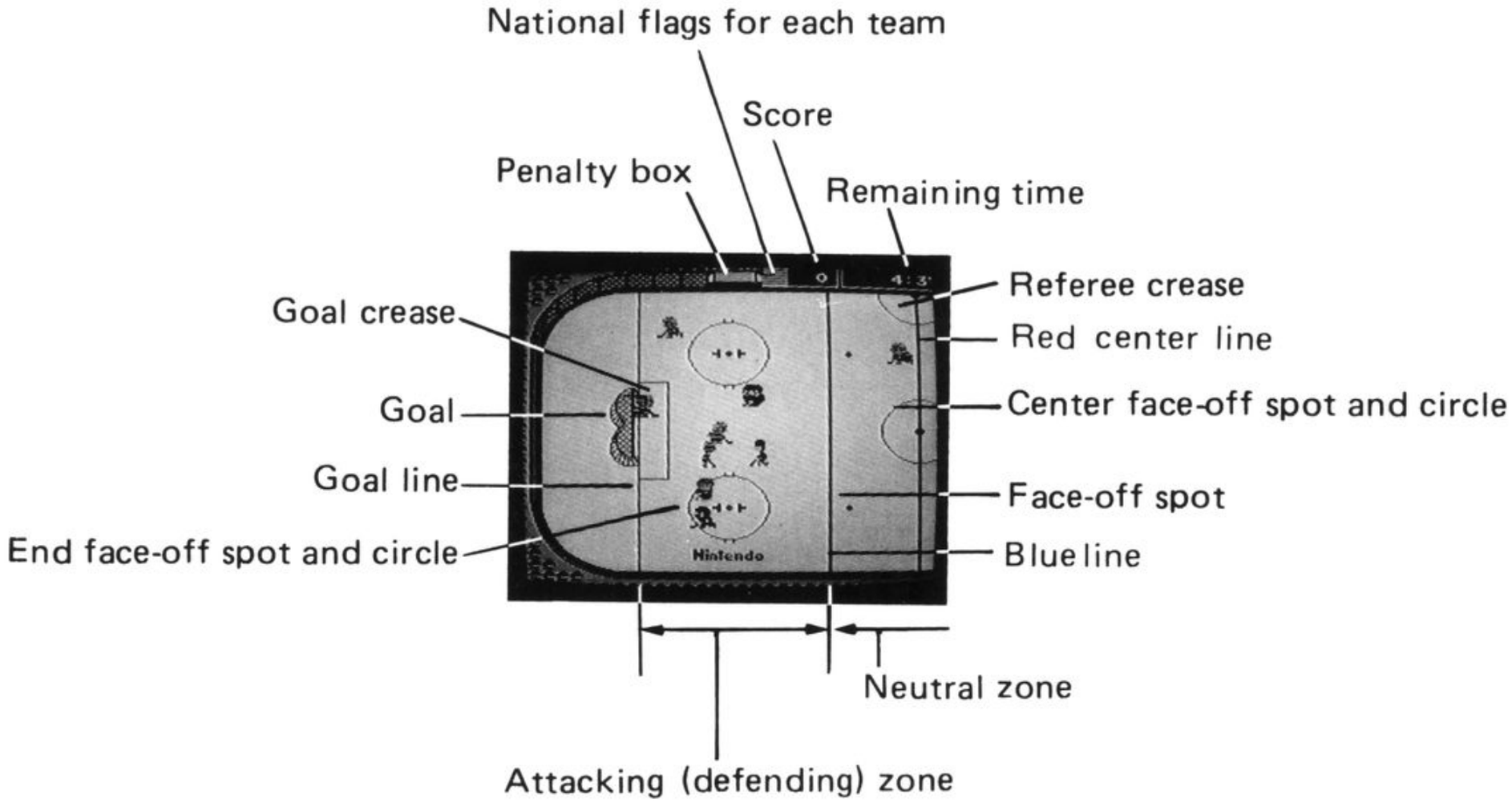


①⟷②: A button
③⟷④: B button
①⟷③: ✣ Control pad
②⟷④: ✣ Control pad

PAUSE

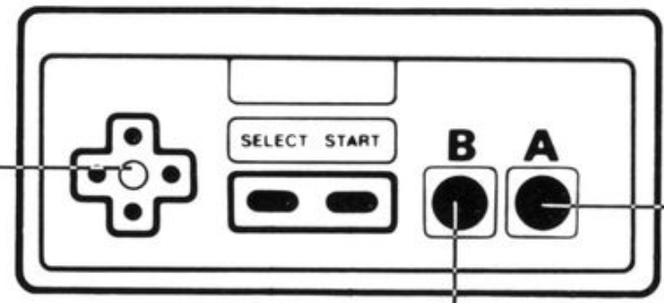
If you wish to interrupt play in the middle of a game, press the START button. Press the START button again when you wish to continue the game.

GAME SCREENS



CONTROLLER OPERATION

[OFFENSE]

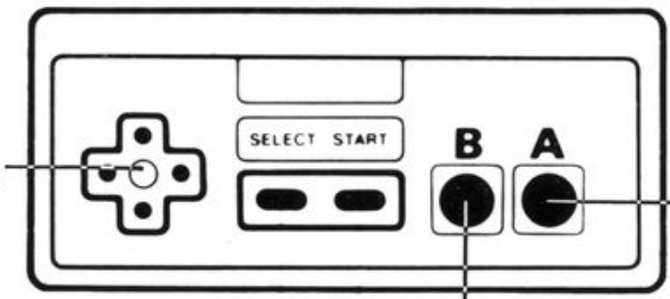


Player movements and direction of passes and shots

Passes and puck battles

Shooting (shooting strength determined by length of time pressed)

[DEFENSE]



Player and goalkeeper movements

Attacking (body checking) and puck battles

- Changing movable flashing players (switching to the player nearest the puck)
- Strengthening defense in front of the goal

B BUTTON PLAYING TECHNIQUES

Shooting	Shoot by pressing and holding the B button for a period of time, then releasing it. The shot speed varies according to the length of time the button is held.
Fake Shot	When the B button is quickly and lightly pressed, the player takes a shooting pose but does not shoot.
Player Changing	This lets you change the flashing player (the movable player) to one nearest the puck.
Strengthening Defense	When the B button is pressed continuously, the players gather in front of the goal to strengthen defense.

■ RULES OF THE ICE

< Icing the Puck >

When one team shoots the puck from a position behind the blue centerline past the opposing team's goal line and an opposing player other than the goalkeeper is the first one to touch it, the play is interrupted and "Icing" is called. The puck is then returned to the defending zone of the team responsible for the Icing for a face-off. Icing is not called when the puck goes straight across the goal crease or when the opposing team has lost players due to penalties and thus has fewer players than the other team.

■ Moving from the Fight Mode to a Power Play

Players battle for the puck by repeatedly pressing the A button. If the battle takes too long, though, the surrounding players crowd in and start fighting. When this happens, a player from one of the teams is given a penalty and put in the penalty box for a set period of time. An attack by the team with more players is then called a power play. Please note, though, that whereas pressing the A button repeatedly makes it easier to capture the puck and also makes it more difficult to be penalized, the team that starts the puck battle is more frequently subject to unfavorable referee decisions.

■ Selecting Your Opponent's Team Formation

If you defeat all of the challenging countries at speed 5, you are given the ability to change the members of your opponent's team on the LINE UP screen.

■ Perfect Your Flip-shooting!

When you've stored up enough power with the B button, you'll be ready to flip-shoot. This technique lets you "flip" pucks right through the sticks of approaching opponents.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that Control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio–TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

MEMO

90-DAY LIMITED WARRANTY NINTENDO GAME PAKS

90-DAY LIMITED WARRANTY:

Nintendo of America Inc. ("Nintendo") warrants to the original consumer purchaser that this Nintendo Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase if a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the Nintendo Consumer Service Department of the problem requiring warranty service by calling: 1-800-422-2602.
   Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday. Please Do Not send your Pak to Nintendo before calling the Consumer Service Department.

3. If the Nintendo Service Representative is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

   Nintendo of America Inc.
   NES Consumer Service Department
   4820-150th Avenue N.E.
   Redmond, WA 98052

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem requiring service after the 90-day warranty period, you may contact the Nintendo Consumer Service Department at the phone number noted above. If the Nintendo Service Representative is unable to solve the problem by phone, he may advise you of the approximate cost for Nintendo to repair or replace the PAK and may provide you with a Return Authorization number.

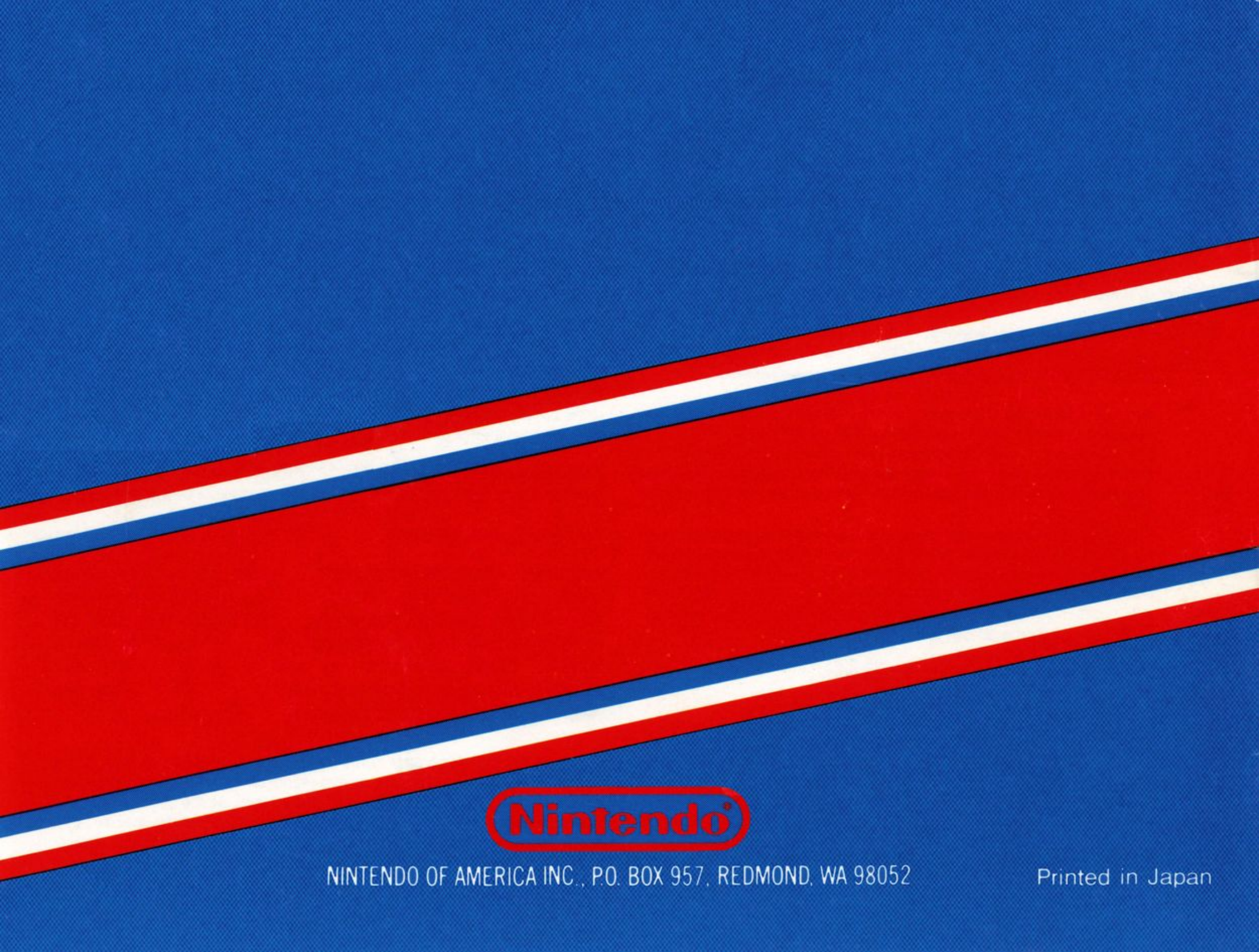
You may then record this number on the outside packaging of the defective PAK and return the defective merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo, and enclose a money order payable to Nintendo of America Inc. for the cost quoted you. (Repairs may also be charged on a VISA or MASTERCARD credit card.)

If after personal inspection, the Nintendo Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.



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